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volition

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Two Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301.



**VIOLENCE
BLOOD AND GORE**



EVIL DEAD A FISTFUL OF BOOMSTICK



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

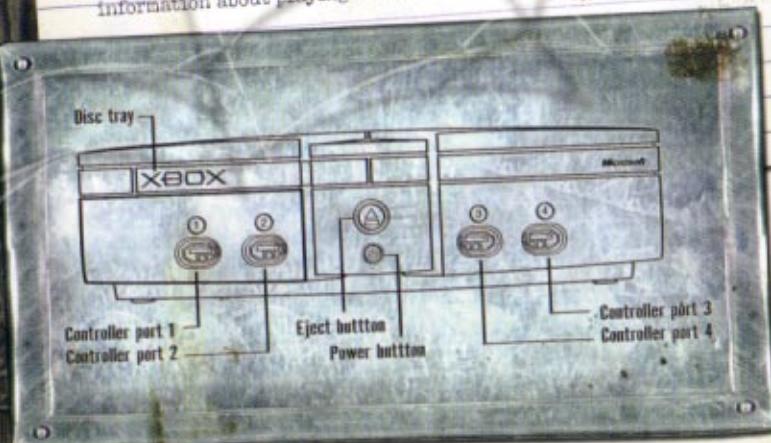
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Hello, my name is

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *EVIL DEAD: A FISTFUL OF BOOMSTICK* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *EVIL DEAD: A FISTFUL OF BOOMSTICK*.



Avoiding Damage to Discs of the Disc Drive

To avoid damage to discs or the disc drive:

- * Insert only Xbox-compatible discs into the disc drive.
- * Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- * Do not leave a disc in the Xbox console for extended periods when not in use.
- * Do not move the Xbox console while the power is on and a disc is inserted.
- * Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

Left thumbstick

BACK button
START button



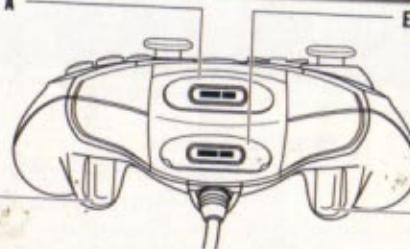
Y button
X button
B button
A button
Black button
White button

Expansion slot A

Expansion slot B

Right trigger

Left trigger



1. Insert the Xbox Controller S into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller S to play *EVIL DEAD: A FISTFUL OF BOOMSTICK*.

GAME CONTROLS

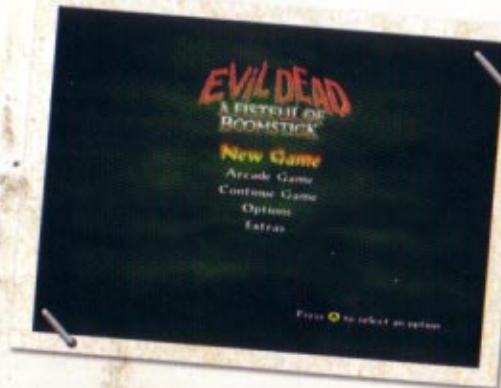
BUTTON ACTION

- Ⓐ Control movement
- Ⓑ Control camera movement
- Ⓒ View the HUD
- Ⓑ trigger View the Spellbook to cast a spell
- Ⓛ trigger Target Deadites
- Ⓐ button Attack with left-handed weapons
- Ⓑ button Attack with right-handed weapons
- Ⓐ button Perform block
- Ⓑ button Cast Spells
- Ⓒ button Taunts
Begin a conversation
View 'Info' icons/spells
- Ⓐ button View weapons list
- Ⓑ button View weapons list
- START button Pause menu
- HACK button View inventory items

PLAYING A GAME

In *EVIL DEAD: A FISTFUL OF BOOKSTICK*, your goal is to kick some serious Deadite tail. Choose New Game from the Main Menu to get into the action.

Main Menu



- * **New Game**-Main Deadite-splattering storyline mode.
- * **Arcade Game**-Completed levels become available in Arcade Mode, where you will be pitted against Deadites in scenarios that must be completed within a certain time frame.
- * **Continue Game**-Load a saved game from the hard disk. See page 17 for more information on Saving and Loading.

- * **Options** - Customize the game with the following options:
 - * **Video** - Turn widescreen on to take advantage of a 16x9 aspect ratio set.
 - * **Audio** - Raise and lower the FX and music volume levels. Also toggle surround sound on/off.
 - * **Controller** - There are three different control configurations to choose from. Pick the one that best suits your thumbs.
 - * **Vibration** - Toggle vibration on/off.
- * **Extras** - Bonus content such as artwork and videos.
 - * **Gallery** - View concept art from the making of the game. (The Gallery can only be opened after the game has been beaten.)
 - * **Credits** - View game credits.
 - * **Bonus Video** - Commentary from Bruce Campbell and THQ's development group about making *EVIL DEAD: A FISTFULL OF BOOMSTICK*.

The Game Screen



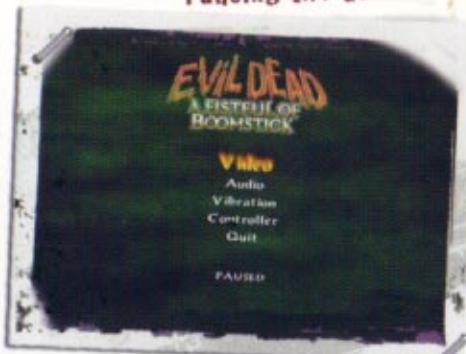
1. **Health Meter** Indicates how much health Ash has.

2. **Magic Meter** Indicates how much magic power has been collected to perform spells.

3. **Left-Hand Weapon Indicator** This icon indicates which weapon Ash has in his left hand and how much ammo it contains.

4. **Right-Hand Weapon Indicator** This icon indicates which weapon Ash has in his right hand.

Pausing the Game



Press the button at any time to pause the game and access the following options:

- * **Audio**-Raise and lower the FX and music volume levels. Also toggle surround sound on/off.
- * **Controller**-There are three different control configurations to choose from. Pick the one that best suits your thumbs.
- * **Vibration**-Toggle vibration on/off.
- * **Quit**-Let the Deadites overrun the town and turn tail back to the Main Menu.

"TO-DO" LIST

Ash has a lot to do and needs to keep track of his priorities. To view this list, press the button to gain access to the Inventory Screen and select the "To-Do" list icon. Keep an eye out for updates to your "To-Do" list; new tasks are added throughout each level.

To Do
- Get inside the TV Station
- Find more weapons



ACTION/TALK/INFO ICONS

Ash will come across color-coded icons as he progresses through the game. These appear near areas, items, and/or people of interest. Depending on the color of the icon, Ash can take specific actions.

Talk Icons

When you see this icon, press the **Y** button to talk to characters in the game.



Info Icons

When you see this icon, press the **Y** button to examine an object. Ash will then explain these objects and situations to you.



Action Icons

When you see this icon, you've come to an area that might require you to use items in your inventory.



INVENTORY SCREEN

Press the **BACK** button to bring up the Inventory Screen. Scroll through the items you've accumulated by pressing **↔/↕** with **Ⓐ** or **Ⓑ**. Press the **Ⓐ** button to use an item. In addition to items Ash has picked up, you'll also find the Spell book here, which contains the spells you've collected and how to perform them.

Note: For more on Spells, see page 16.

WEAPONS/ITEMS

Various weapons, items, and spells are available to Ash throughout the game. To pick up an item, simply run over the object and it will be added to your inventory. To change weapons, press the **□** button (for left-hand weapons) or **○** button (for right-hand weapons). Use **△** and **□** to scroll through available weapons. Press the **□** or **○** buttons to select your chosen destruction tool. Some of the weapons and items are listed below.

Shotgun

This is your boomstick—a 12-gauge, double-barreled shotgun—S-Mart's top-of-the-line. Found in the sporting goods department, this sweet baby was made in Grand Rapids, Michigan. Retails for about \$199.95, it's got a walnut stock, cobalt blue steel, and a hair trigger. That's right...shop smart...shop S-Mart!



Chainsaw

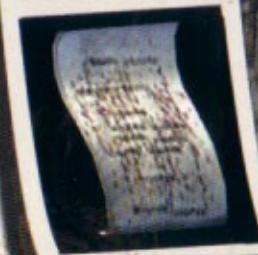
With a variety of chain designs, the chainsaw fits snugly over Ash's right rib. It comes in "handy" for hacking up Deadite bodies and cutting right to the chase.

Health Pack

Fighting the undead can take a lot out of a guy. Find these health packs to replenish your Health Meter.

Spell Scrolls

Klaatu Verata Nichtu! Collect spell scrolls and the Book of the Dead will be more than just a flesh-bound book with pages written in blood. It will contain spells you can actually use against the Deadite hordes. For more on spells, see page 16.



Deadite Spirit

After you've dispatched a Deadite, it releases its spirit. Collect it quickly before it disappears to add to your Magic Meter.



BASIC COMBAT

Attacking

Ash has many moves that will get him out of a jam, depending on the timing of attacks and which weapon he's holding. Press the **A** button to attack with Ash's right hand, the **B** button to attack with Ash's left. Pressing the **B** button blocks with Ash's right hand.



Targeting

Note: If Ash is locked onto an in-range target, you'll be able to attack until that target is dead, whether the Deadite is in front, beside, or even behind you.



Pull and hold the **L** trigger to lock on to the nearest Deadite on screen. If the targeting reticule is red, the target is within range of Ash's weapon. If it's blue, it's out of the range for the moment. If you keep holding the **L** trigger once the Deadite you're attacking is dead, the targeting reticule will automatically switch to the next nearest target. To select targets manually, release the **L** trigger once the target has been destroyed and press it again to obtain a new target.

Combo Attacks

Once Ash has found the chainsaw he will be able to perform certain combo type moves with it.

Chainsaw Impale:

To impale a deadite with the chainsaw and lift them off the ground double tap the **A** button and release it while near a deadite.

Ash can also use left handed weapons in conjunction with the chainsaw impale move. For instance, once a deadite has been impaled try using the shotgun to shoot them. Different left-hand weapons will have different effects when used with the chainsaw impale (it will be up to you to see what they do).

Backhand Slash:

Triple tapping the **A** button and then releasing it while near a deadite will cause Ash to perform this deadly attack.



SPELLS



Note: Performing spells depletes the Magic Meter. Destroy Deadites to replenish it.

and you'll be able to escape to safety.

To learn what button combinations each particular spell requires, check your Spell Book within your inventory.

Several spell scrolls are scattered through the game. As you collect new spells, they will be added to the Spell Book. Once added, they will be available to use whenever you need to give Ash brief, but supernatural, powers.

To cast a spell, pull and hold the **A** trigger button then press the buttons a particular spell calls for. For example, if you've collected the Stun spell scroll and wish to perform a Stun spell, pull and hold the **A** trigger button, then press **B**, **B**, **B**. If you get the timing right, your enemies will be dazed

SAVING AND LOADING



To save your progress in **EVIL DEAD: A FISTFUL OF BOOMSTICK**, you'll need to locate save game tokens. Once you've picked up a save game token, you can use it to save the game. To use the token, access the Inventory Screen by pressing the **Y** button, scroll to the save game token, and then select it with the **A** button.

This takes you to the Save Game Screen. Select an empty slot and press the **A** button to save. If no empty slots are available, you'll have to overwrite a previously saved game. Do not turn off your Xbox™ video game system while the game is saving or loading from the hard disk.

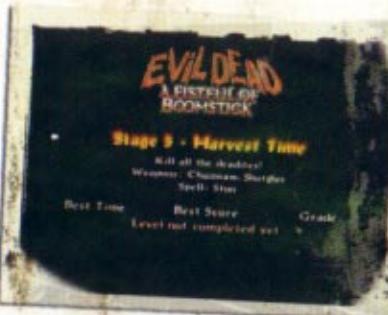
ARCADE GAME

Arcade mode allows you to play an arcade version of any level you have completed in the main game.

After selecting Arcade Game from the Main Menu, select your map (Downtown Dearborn, Dearborn Outskirts, etc) and then select the stage by scrolling left or right. Your objective is to kill all of the Deadites with the weapons available for that stage. (Note: Not all weapons will be available. Each stage has its own pre-set weapon list.)

After killing all of the Deadites, you will be given a grade of A, B, or C depending on your statistics. There are bonuses for such items as time, health remaining, Deadites killed, best killing rampage, different body parts that are severed, and the amount of blood spilled.

Once the level is complete you can save your statistics by entering your initials and saving your Arcade Game.



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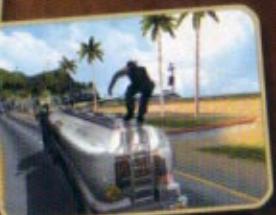


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EVIL DEAD II



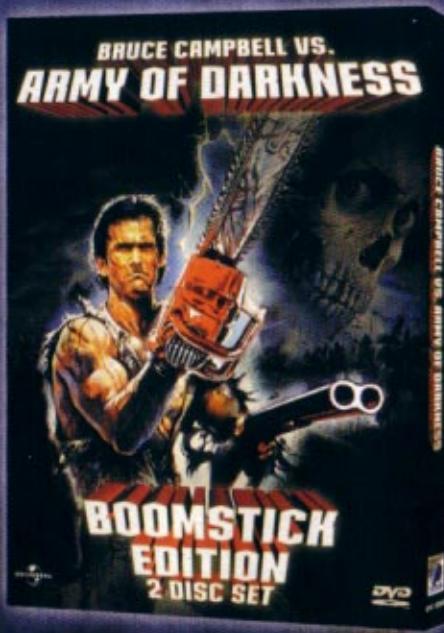
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